DUNE™

CD-ROM

Instruction Manual

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INTRODUCTION

Arrakis, third planet of Canopus - commonly known as Dune - a planet so inhospitable and barren that it barely seems credible it can sustain life. A planet at the mercy of its cruel climate with ground temperatures that soar as high as 350 degrees, making it desperately hard for vegetation to grow or animal life to survive.

Much of Dune, save its small polar caps, is covered in endless sand plains and hills punctuated only by jagged outcrops of the rock scarring out of the surface. There are giant tidal dust basins too, and the air is often thick with dust particles which rapidly clog machinery. Frequent, violent storms with raging winds blow up without warning proving fatal to anything caught in the open.

But there is life on Dune - small burrowing creatures survive in this furnace world: kangaroo mice, kit foxes, desert hares, sand terrapins and countless insects which thrive in the heat. And there are worms too - the shai - hulud or Old Man Of The Desert, giant sandworms which grow to hundreds of meters in length.

Each worm guards its own territory jealously, rippling at great speed across the sand and burrowing voraciously through the under-soil to attack anything setting off vibrations.

Dune is home to intelligent life as well, in the form of a tribal race known as the Fremen who eke out a living in a constant battle against the elements. They are fierce, independent and instantly recognizable by their liquid blue eyes caused by contact with a spice which occurs naturally there. Water is the most precious thing on Dune and the Fremen do everything possible to preserve it, wearing special suits to collect the body's moisture.

The stillsuit recycles perspiration by a process of filtration and heat exchange. Water is so central to Fremen existence that many customs and rituals have grown up around it: a person's moisture is considered to belong to the tribe and is ritually extracted when they die while spitting is a sign of respect.

The Fremen simply sought to survive against the odds before the arrival of a man who gave them a dream of changing their lives by transforming their environment. Pardot Kynes was an Imperial ecologist dispatched to the planet by the Emperor for research purposes. He at once saw the planet could be changed, that its people could lead a better life.

He offered them a vision of Dune that was covered in vegetation, where water was abundant. Convinced by Kynes that the dream was achievable, they set about reclaiming its deserts by creating catch-basins to collect underground water and wind-traps to gather moisture from the air.

Why would anyone choose voluntarily to come to a place like Dune? One good reason - its unique natural resource, the Spice, known as melange, a substance currently fetching a cool 620,000 solaris a decagram. The spice which has an odor not unlike cinnamon, is linked to the existence of the sandworms in a complex eco-chain and must be extracted from the planet like ore.

While it has life prolonging properties and pleasant side effects the real reason it is so precious lies in its ability to provide the key to deep space navigation (the folding of Space).

As such it is in great demand with the peoples of the universe - run as a giant feudal empire controlled by an all powerful autocrat and a giant corporation served by great Houses.

The Emperor controls the rights to mine Spice and it is a lucrative contract for anyone to possess. When he offered it to the House Of Atreides, which had lived for generations on Caladan, the third planet of Delta Pavonis, it was an opportunity too good to pass up - particularly since those very rights had once been held solely by the House Of Harkonnen, their sworn enemies in what they call a kanly or vendetta stemming back many years.

The Harkonnens alone had been profiting from Spice and had enslaved the Fremen to mine it for them.

It was a chance that could not be turned down despite the possibility that there would be treachery and conflict.

So Duke Leto transferred his entire Imperial House to Dune including his son, Paul. At 15 years old, Paul was already demonstrating powerful skills of leadership and fighting, but he had special powers too, powers which not even he fully understood which came from his mother, Jessica, a member of the powerful female Bene Gesserit sect. They were powers that he would have to master far sooner than anyone realized…

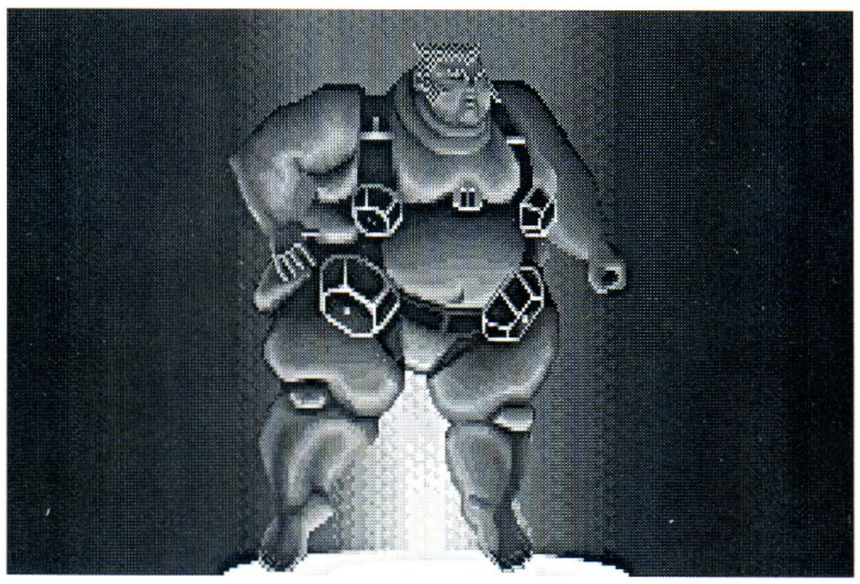
FRANK HERBERT: DUNE MESSIAH

"Adapt or die that's the first rule of life."

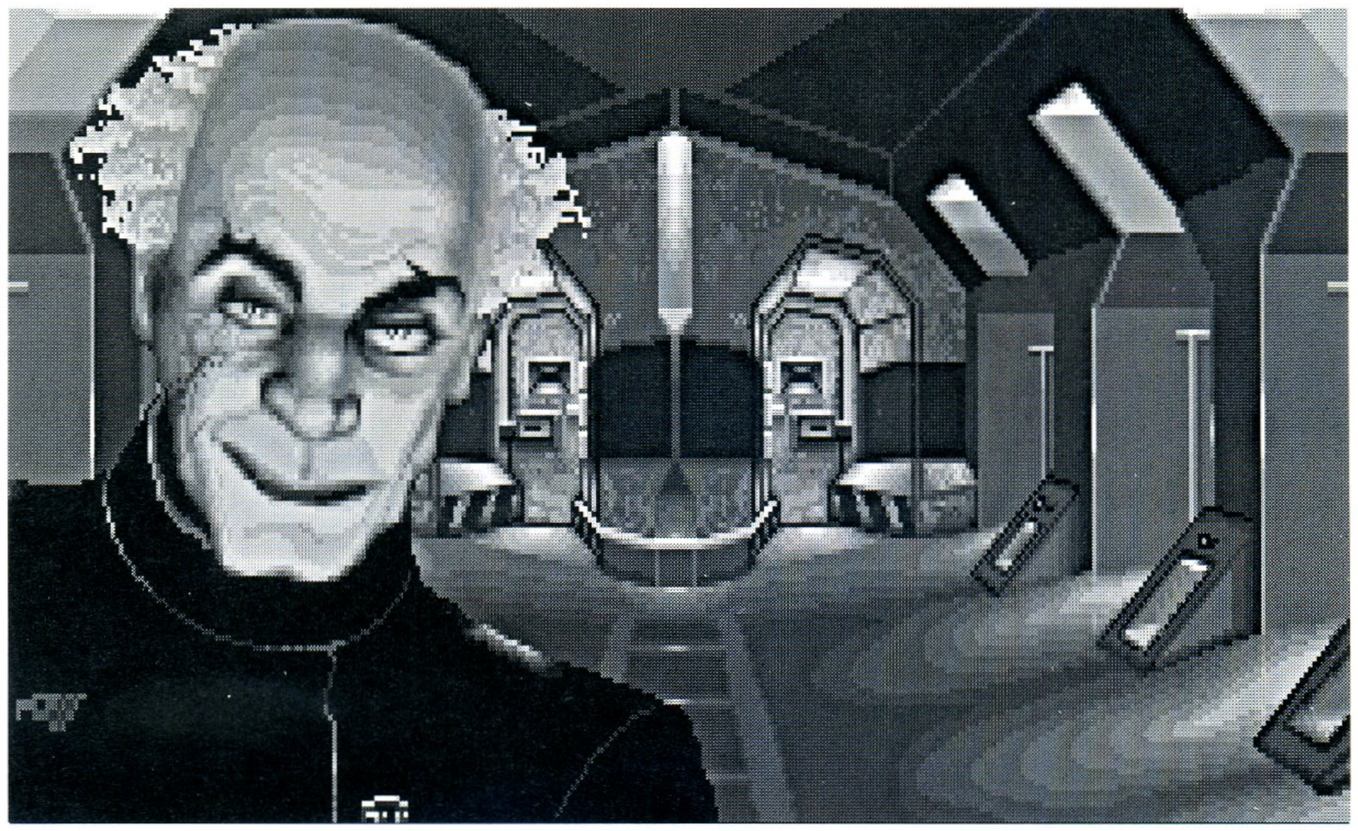
Born in Tacoma, Washington in 1920 and educated at the University Of Washington in Seattle, Frank Herbert enjoyed a varied career before becoming a full - time author which includeddabblings in photography, oyster diving, jungle survival instruction, journalism (he held a senior position on a San Francisco newspaper) and news commentary.

Herbert took up science-fiction in mid-life and began publishing stories in various publications which catered to the genre, beginning in 1952 with a piece entitled 'Looking For Something'. Over the next ten years he contributed occasionally to sci-fi magazines and published his first novel, 'The Dragon And The Sea', a perceptive tale of nuclear submarines which, like the best sci-fi, predicted several strands of development.

It was a short novel, 'Dune World', in 1964 which brought him greater attention. To this he added 'The Prophet Of Dune' before he amalgamated the two into what we now know as 'Dune' in 1965, winning two of science fiction's most prestigious accolades, the Hugo and the first ever Nebula in the process.



Following its success, Herbert wrote five sequels to the extraordinary social and religious eco-structure he created with Dune: 'Dune Messiah', 'Children Of Dune', 'God Emperor Of Dune', 'Heretics Of Dune' and 'Chapter House Dune'.



Frank Herbert died in February, 1986 at the age of 65, but that has done nothing to slow the sales in his work. To date 'Dune' has seen a print run of 3,000,000 copies world-wide and, 27 years since its publication, is still regarded as one of the most effective attempts in science fiction to create a convincing alien environment. Author Arthur C Clarke compared 'Dune' to Tolkien's 'Lord Of The Rings' in its scope - praising the way in which the planet and its eco-system is genuinely credible and supportive of the broad socio-economic infrastructure. The ideas have resurfaced in countless books, films and comics ever since - not to mention computer games. **Dune** is the first interactive entertainment game to embrace Frank Herbert's achievements in this field.

DUNE: THE FILM

Directed by: David Lynch
1984

Starring: Kyle MacLachlan, Francesca Annis, Jurgen Prochnow, Brad Dourif, Jose Ferrer, Kenneth MacMillan, Linda Hunt, Sean Young, Sting, Max Von Sydow, Freddie Jones.

Following the critical and box office success of *Bladerunner* in 1981, the film, based on Philip K Dick's sci-fi classic *Do Androids Dream Of Electric Sheep*, took up the option to transfer Frank Herbert's magnum opus to the cinema. Ridley Scott, director of *Bladerunner*, was linked to the script at one time, as were Roger Corman and Alexander Jodorowsky. The job finally fell to David Lynch, then known as the creator of the cult classic *Eraserhead* and the man who wrote and directed *Blue Velvet*, *Wild At Heart* and, most recently, *Twin Peaks*. Lynch embarked on an ambitious $50 million attempt to screen the book with a star - studded cast.

Herbert and Lynch met and rapidly became aware that much of the film's impact had been robbed by George Lucas's 1977 classic *Star Wars*, which seemed to owe a heavy debt to *Dune*. In fact the pair counted sixteen points of similarity between the two films, though no action was ever taken. Ironically Lynch had been offered the third of the *Star Wars* trilogy, *Return Of The Jedi*, a year previously in 1984.

Kyle MacLachlan, now famous as Peaks' Agent Cooper, plays the young Paul Atreides in a film sprawling across 140 minutes, although producer Dino De Laurentiis wanted it to be longer and so did Herbert who favored a TV mini series. The writer was nevertheless brought in to advise during shooting in Mexico. A longer version (190 minutes) was eventually re-cut for TV against Lynch's wish.

Dune opens with a voice - over from the Emperor's daughter Princess Irulan describing the cosmos circa 10,191 and the tactical importance of the planet before the film heads

into a lengthy exposition about the characters and feudal politics central to the plot. The second half contains much more swashbuckling action in an attempt to balance out the rather slow first half. The breathtaking sets, constructed by Oscar winner Carlo Ramballi, styling and costumes - based on feudal Italy - owe a great deal to the classic old Flash Gordon series, but the film struggles to significantly transfer the grand scope of the novel and is forced to omit a great deal.

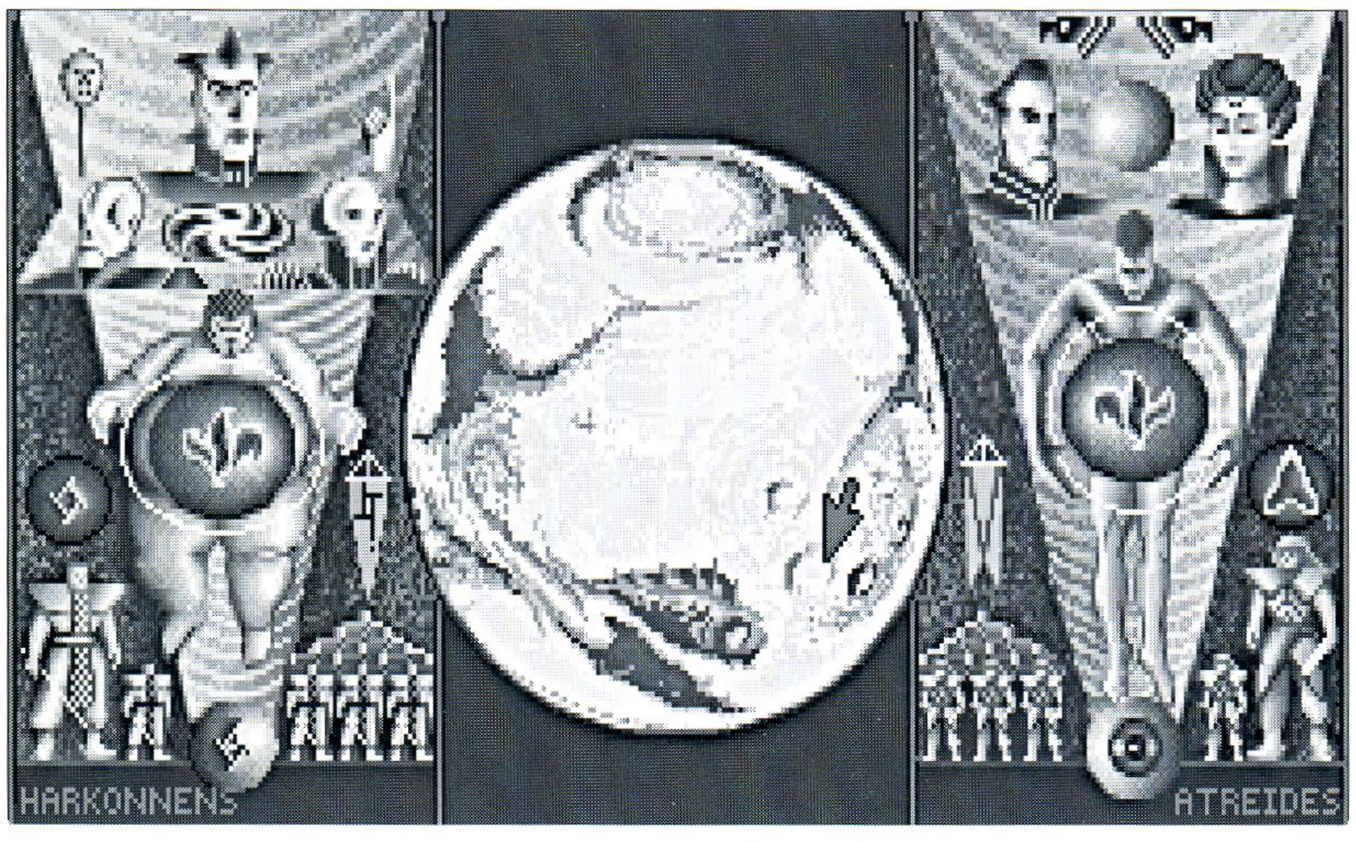
For the full story read Ed Naha 'The Making Of Dune'.

THE OBJECTIVE OF DUNE

You play Paul Atreides, son of Duke Leto. You have just arrived on the desert planet Dune with your family which has been granted the right by the Emperor to mine the galaxy's most precious resource - spice. Previously this right had been held solely by the Harkonnens, sworn enemies of the House of Atreides, who still control a third of the planet. As Paul you must win over the local inhabitants of Dune, the Fremen - slaves of the Harkonnens - to side with you in a war to rid Dune of all Harkonnens.

Dune is a tactical adventure game and therefore everything is not covered in the manual. It is up to you, as Paul, to discover the way to rid Dune of the Harkonnen threat and liberate the Fremen.

- ***There is an ancient Fremen prophecy concerning a Mahdi 'The One Who Will Lead Us To Paradise and a Lisan Al Gaib or 'Voice From The Outer World' - an off-world prophet who would free them from bondage.***



SYSTEM REQUIREMENTS

REQUIRED:

386 IBM PC or compatible running at 20 MHz
500K of base memory
256 Color VGA graphics
Hard Disk (50K free)
DOS supporting MSCDEX
CD-ROM drive with transfer rate of 150 K per second
Sound Cards-Adlib, Adlib Gold, Midi LAPC1, Sound Blaster, Sound Blaster Pro Mouse, Keyboard or Joystick.

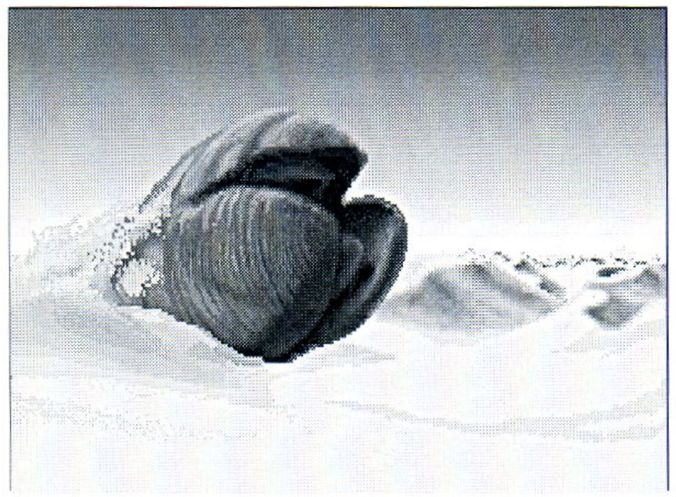
Dune CD will run on the minimum required system listed above, but for best results we recommend that you run the game on a 386 IBM PC or 100% compatible running at 33 MHz, with 1Mb of extended memory, a CD-ROM drive with a transfer rate of 150K per second or better and a sound card. For additional details on memory requirements, consult the READ me file contained on the CD.

LOADING INSTRUCTIONS

Insert the compact disk into your CD-ROM drive.

Select the CD-ROM drive (for example, if your CD-ROM is drive D then type D: at the DOS prompt and press the RETURN key).

Type INSTALL at the prompt, press RETURN and follow the on-screen instructions.



CONTROLS

Dune is played using a point and click system which allows the player to move through the game, perform actions and interact with other characters without doing any typing. We recommend that you use the mouse, but a keyboard or joystick can also be used.

The game screen is divided into a Main Screen and a Control Panel (described later).

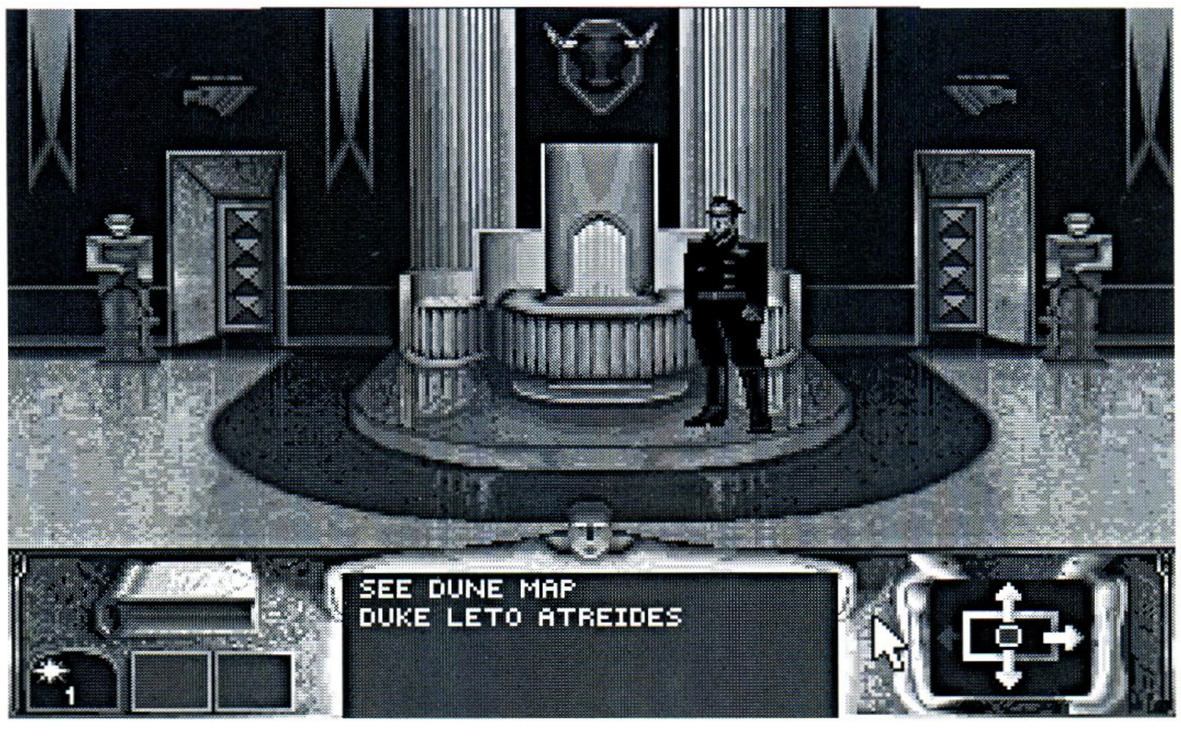
To interact with characters who appear in the main screen or issue commands shown on the Control Panel, just use the mouse to point at the character/command, then click with the left mouse button. In certain situations clicking the right mouse button will also bring up further information.

The keyboard option allows you to use the keys from the Numeric Keypad or the Arrow (Cursor) Keys to flip through the available icons/options. To select an option press SPACE or RETURN. Additionally, CTRL + Arrow Keys allow the cursor to be positioned anywhere on the screen.

The Joystick option performs identically to the Mouse.

THE MAIN SCREEN

The game is played through the eyes of Paul Atreides. The top three quarters of the screen is is the Main Screen and shows the currant location and any characters present there. It is mainly just a depiction of the location, with all controls provided in the Main Control Panel at the bottom of the screen. However, by pointing at a character shown in the window and clicking with the left mouse button, you can choose to interact with them and the options shown in the Main Control Panel will change to those that are available to you. (At various times you can ask characters to "Talk to me", "Come with me" and "Work for me)."



THE MAIN CONTROL PANEL

The bottom quarter of the screen contains the Main Control Panel. On the right of this panel is the compass. This shows which of the four directions (North, South, East and West) you are able to move to from your current location.

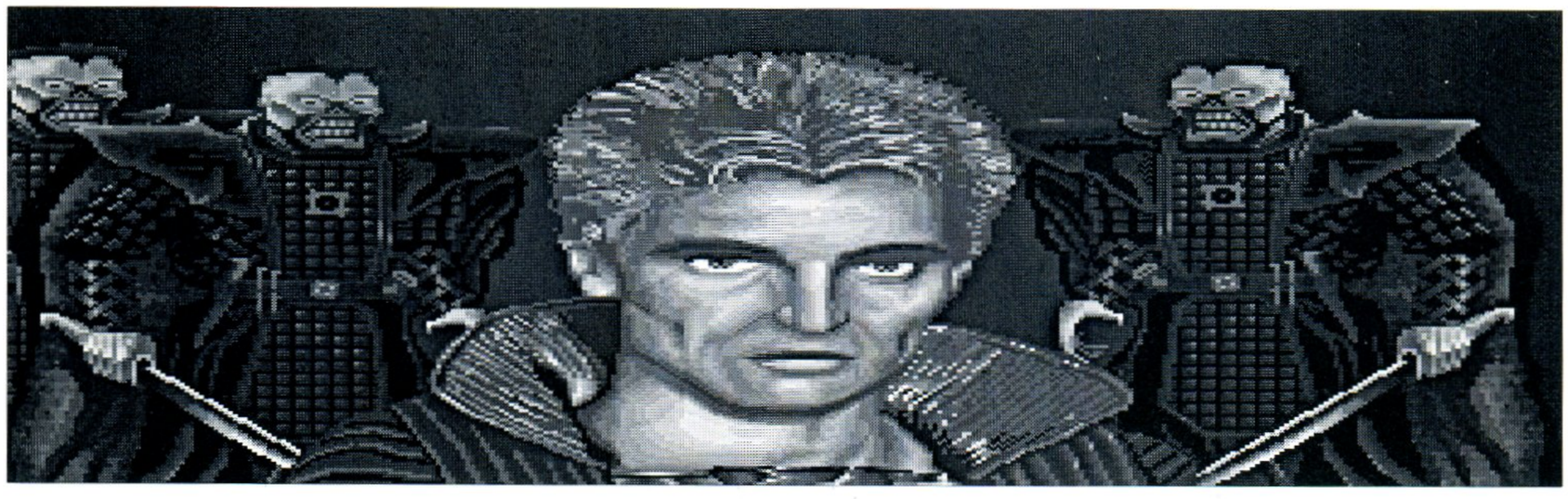
While inside the Palace, clicking on the center of the compass will provide a map showing its rooms and the location of other characters. Paul is shown on this map as a red dot.

The center of the panel is devoted to the options window which lists the actions available to you at the time. The initial commands are:

See Dune Map-This takes you to the Dune map screen, from where you can give orders to your troops and check on the spice density.
Mixer Panel- This takes you to the screen that controls Music and speech volume/ balance as well as subtitles and language.
Duke Leto Atreides- The Duke is the only character you can interact with in the first location. Choosing this option has the same effect as clicking on the character in the Main Screen. As well as giving a close-up of the character, the options will change to those for character interaction.

On the top left of the Main Control Panel is the book icon. This brings up your current history. At the beginning it provides basic information, divided into subsections explaining the politics of Dune, Pauls' role there and the importance of Spice and Fremen. As you progress, extra information is recorded.

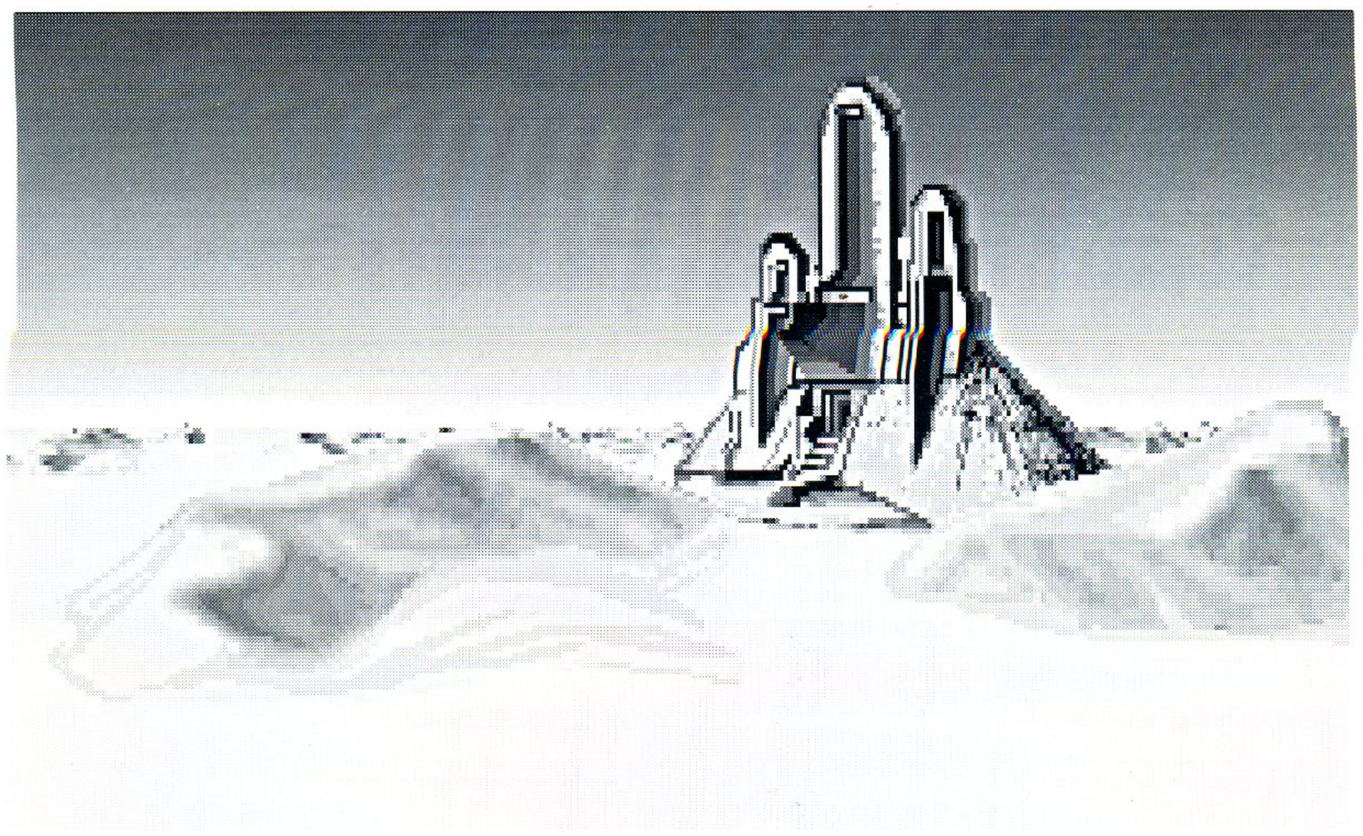
Click on the book to open it, click on the page to move through the book and click on the spine of the book to close it and return to the game.



Below the book are three small windows. The far left shows a sun or moon to denote the time of day and a number to show how many days have passed. To the right of this are two small square windows which show the faces of the characters who accompany you. A maximum of two characters will travel with you at one time if you click on the option "Come with me."

OTHER CONTROLS

P–pause: Looking in the bedroom mirror while in the Palace also pauses the game and offers the option to SAVE/LOAD and RESTART the game. You can also save by clicking on the DUNE globe in the control panel and selecting SAVE GAME.



SEE DUNE MAP

Selecting SEE DUNE MAP from the main screen takes you to a scale map of Dune showing the visible sietchs or caves of the Fremen. Scrolling with the compass reveals more. Each little character represents a troop chief—if he is not moving the troop is not busy. Lighter characters represent chiefs not rallied to you. Troop chiefs change color depending on the occupation you assign to them: yellow—spice mining, red—soldier, green—ecology.

For further explanation see ECOLOGY and CONFLICT. Use the command box or click on a chief to receive a report or give an order.

Clicking on a sietch (left button) will let you see the equipment (used or unused) in this place, however if you have not yet visited this place then only the name will be displayed.

Clicking on the red hawk centers the map on your current location.
The menu options available allow you to:

EXIT MAPS
Returns you to Paul's view and the Main Control Panel.

CONTACT FREMEN TROOPS

Allows you to contact a visible troop and give orders.

SEE SPICE DENSITY MAP

(Not available at first.) Scroll around the map by using the compass or moving the cursor to the edge of the window. The spice density map may also be used to show your troops' occupation by toggling 'Spice Density' to 'Troop Occupation'. The functions of your troops are shown in the appropriate color (yellow - spice mining, red - soldier, green - ecology). To close this window, click on the icon in the upper left corner of the window.

TAKE ORNITHOPTER/CALL A WORM

Latter not available at first, see below for further info.

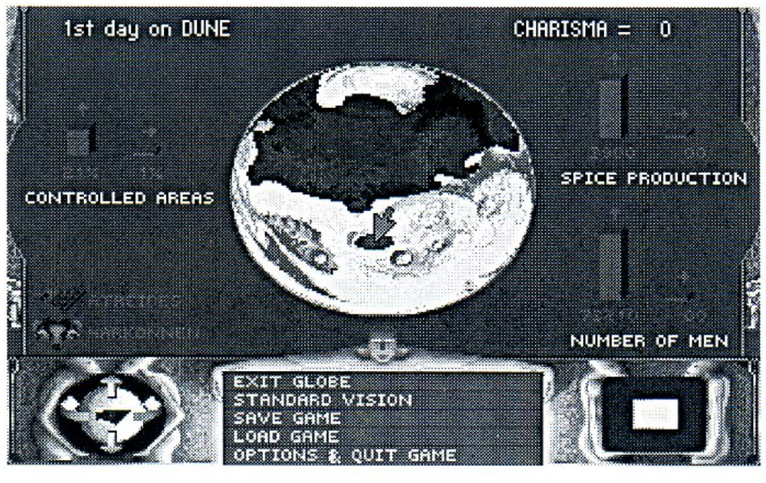
FIND PROSPECTORS

Once you have a prospector working for you, you can click on this to automatically scroll the map straight to wherever they are. There is a representation of DUNE at the left of the panel. Click on the DUNE GLOBE icon for further options (see DUNE GLOBE below.)

DUNE GLOBE

Shows the whole planet and allows you to examine any part of it in detail. Rotate the planet using the DUNE GLOBE icon and click on the section you wish to see. The menu presents these options:

EXIT GLOBE to return to the **DUNE MAP**



SEE RESULTS to see your current status. This will show how the Atreides House is performing with data on spice stocks, number of men in control, and at the top, Paul's charisma level (see CHARISMA). Rotate the globe to see the full extent of the area you control (red) and the Harkonnen control (blue). When the game commences, Paul controls 1 per cent, the Harkonnens 21 per cent. STANDARD VISION returns you to Dune Globe.

SAVE GAME

LOAD GAME

OPTIONS AND QUIT GAME - see **MUSIC** options below

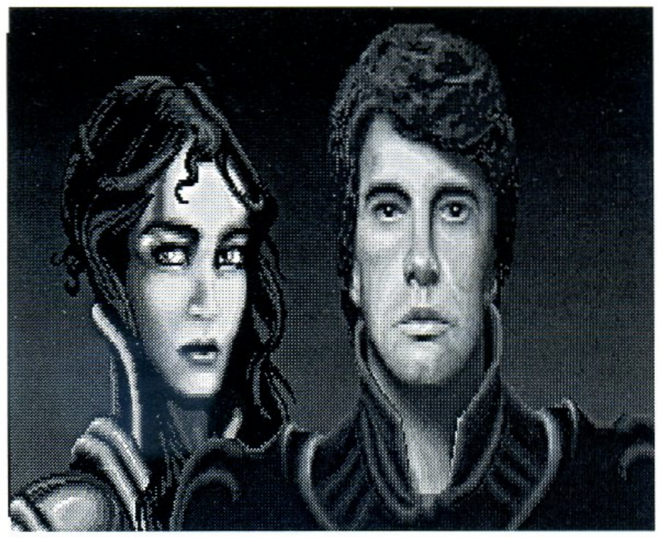
MUSIC - The music option allows the soundtrack to be switched off and on. The music sequence may also be altered to play depending on the location or CD–style. Selecting CD-style will play every track in sequence or at random.

MAIN CHARACTERS

To talk to characters choose from the highlighted options. A close–up will be displayed.

DUKE LETO: Your father, the head of the Atreides family who resides in the Palace. Like any good father he will give you advice when you need it.

LADY JESSICA: Your mother, a woman of extraordinary powers—almost equal to your own. When you have visions she will explain their meaning to you. She never leaves the Palace, so she knows it better than anyone.



DUNCAN IDAHO: Your close friend and trusted family lieutenant. He also keeps an eye on spice stocks and will advise you on shipments.

THURFIR HAWAT: The family Mentat or strategist.

GURNEY HALLECK: The military instructor who will provide important battle training. His charm and intelligence make him a useful intermediary.

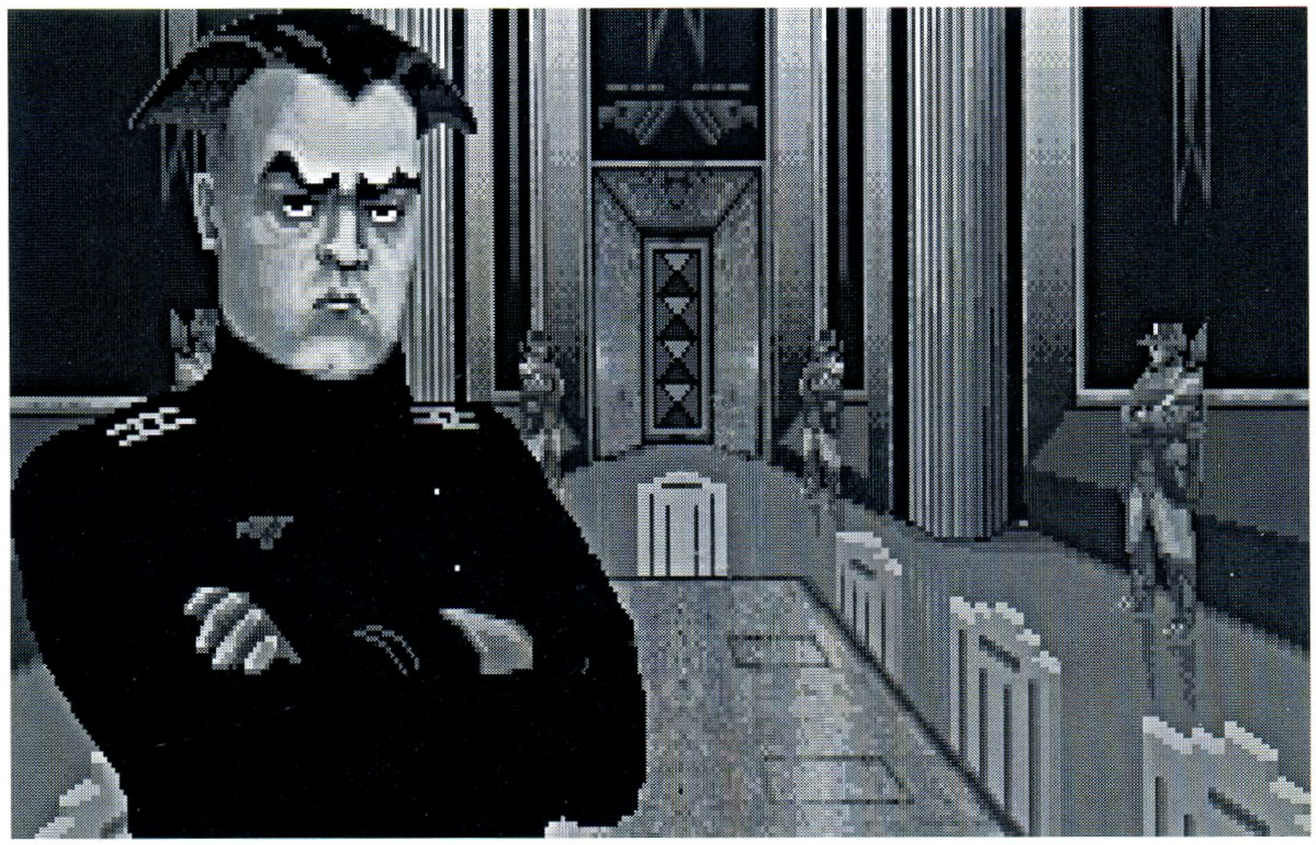
THE EMPEROR: The Padishah Emperor Shaddam IV, head of the mighty feudal empire and the most powerful character in the game. Not a man to be crossed lightly—should you do so it may result in a visit from his feared Saudaukar storm-troops.

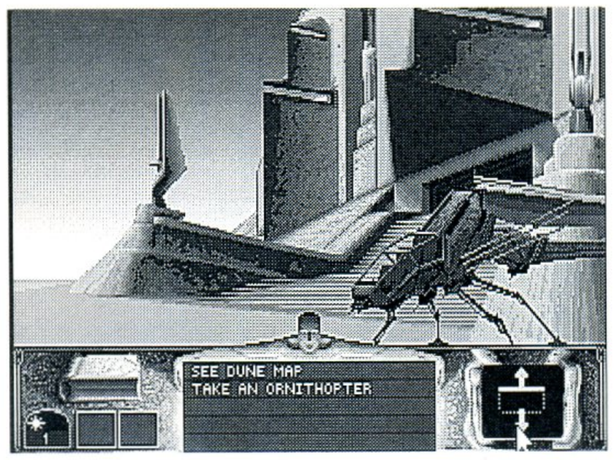
STILGAR: The Fremen leader, the man whom all Fremen respect and follow. Before you can rally the Fremen as troops you must first make contact with him.

KYNES: The Planetologist or ecologist. Kynes is the only man with the vision and knowledge to transform Dune from a desert into a habitable planet with abundant water and vegetation.

THE FREMEN

These are the native inhabitants of Dune, a fierce independent people who have learnt to adapt to the terrible environment of their planet by inventing a protective suit known as a stillsuit, which preserves the body's moisture. They live in caves known as sietchs. Since they have suffered at the hands of the Harkonnens, they are keen for liberation and can be persuaded to work and fight on your behalf. The Fremen have a dream, which is to make Dune more habitable by covering it with vegetation. Help them achieve their dream by reclaiming Dune and defeating the Harkonnens.





TRANSPORT

To begin with your only mode of transport is by ornithopter, a winged helicopter which can take you to any part of Dune. Should you select it, a screen will pop up with a map and control panel. The direction cursor at the bottom right scrolls the map—because it is a globe it wraps around. To select a destination such as a sietch, place the pointer over a cave entrance and click the left mouse button. The top line will tell you the direction or sietch name you are travelling to.

- *Beware of entering Harkonnen territory.*

THE PALACE

You begin the game inside the Palace now occupied by your family. You have the choice of exploring or leaving the Palace and taking an ornithopter to explore the planet.

- *This palace was once occupied by the Baron Harkonnen and his entourage. They are untrustworthy and may have left unwanted gifts...*

SPICE

The most precious commodity in the universe with miraculous properties. The Emperor has granted the Atreides the lucrative license to mine it on Dune—the only place it exists. In return he expects a percentage so it is crucial you keep up stocks. Failure to comply with his requests is likely to result in a visit from the Saudaukar. Alternatively, sending him a generous shipment could keep him off your back for a while.

SPICE MINING

You can employ the Fremen population in any one of three roles, the first of which is spice mining. To obtain spice you must begin mining it. By visiting the many sietchs and contacting their leaders Paul can persuade the Fremen to work for him mining spice. This is done by selecting TROOP OCCUPATION to specialize in spice mining.

However, beyond the initial three sietchs you must persuade a prospector to work for you and dispatch him to other sietchs to search for the stuff. Fremen occupied in spice mining are shown as yellow on the map.

MOTIVATION

The Fremen will only work for you if they are motivated. This is expressed as a percentage which will drop if Paul fails to visit them regularly. If motivation drops, so correspondingly will spice production. There are hints, such as sabotage, occurring when motivation drops. Motivation can be increased further by helping the Fremen achieve their dream (see ECOLOGY).

EQUIPMENT

Abandoned sietchs contain useful equipment: e.g. harvesters (to speed up mining), ornithopters and weapons. Smugglers who refuse to take sides will also sell equipment and weapons.

WORMS

The shai–hulud or sandworm is inextricably linked to spice and is exceedingly dangerous. It will attack without provocation, homing in on rhythmic vibrations from vehicles like harvesters, making it a menace to spice production.

The worm has a greater role to play as the game progresses, when you will discover how to use it to travel.

CHARISMA

Paul's success is indicated by his charisma level, which rises and falls depending on his performance throughout the game. As Paul convinces Fremen to work for him, so Paul's charisma rises - as his charisma rises so Paul's telepathic ability increases, allowing him to communicate across greater distances and motivate troops from afar without the necessity of travel. Paul will have visions during the game depending on the length of time and amount of spice in his blood (which turns his eyes blue like the Fremen's). The visions give you information concerning anything of consequence happening on Dune: e.g., messages from the Emperor, attacks on sietchs or harvesters.

- *At various points in the game there is an update sequence which engages automatically.*

TRAINING AN ARMY

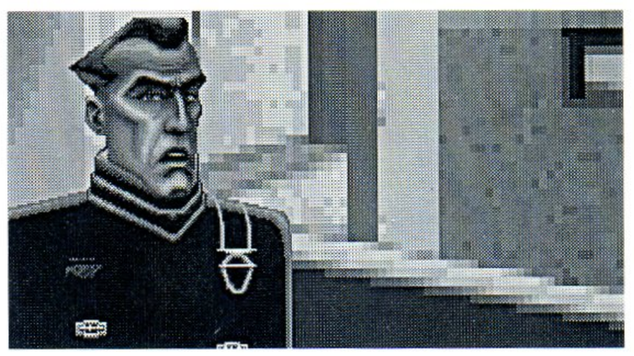
Once you have made contact with Stilgar, the Fremen leader, you can begin to mobilize an army against the Harkonnens. On contacting him the occupation can be altered to allow the Fremen to begin military training. The amount of training they get is crucial to their performance as armies.
You can speed up the Fremen's training by taking Gurney Halleck (see CHARACTERS) to the sietchs.

ESPIONAGE

Once you have selected the military option you can allocate some of your troops to ESPIONAGE in order to find the location and strength of Harkonnen fortresses. Only fortresses in range of individual sietchs can be selected. Troops on spying missions can be ordered to attack at any time. They also run the risk of being captured, their ability being dictated by their training.

WEAPONRY

Being well armed before engaging the Harkonnens in battle significantly improves your chances of victory. There are four types of weapons:



Crysknife: a sacred Fremen fighting knife.

Lasgun: a hand–held laser pistol.

Weirding Module: a powerful voice powered box which concentrates sound to a devastating effect.

Atomics: atomic weapons which can only be found by conquering Harkonnen fortresses.

ATTACK

After discovering the Harkonnen fortresses check their whereabouts on the SPICE DENSITY MAP given to you in the game. By clicking on TROOP OCCUPATION you can find out the whereabouts of your own forces. A blue fortress denotes a Harkonnen stronghold. By clicking onto a sietch and onto a fortress, you can move troops into attack. It can take them several hours to get into position, but, once assembled, they will automatically engage.

You can stay informed of how they're doing and send reinforcements (though this takes time) or withdraw. Once troops are lost they cannot be replaced, though sometimes you can liberate Fremen from captured fortresses.

It is also possible to capture some Harkonnen captains who may reveal precious information. If the Fremen troops are triumphant, Paul will have a vision from a Fremen leader of the victory.

ECOLOGY

Part of the Fremen dream is to turn Dune into a more habitable planet by reclaiming the desert with vegetation and providing abundant quantities of Dune's scarcest resource-water. Helping the Fremen achieve their dream serves a purpose central to winning the game.

- ***It increases their motivation***

You cannot begin ecology until you make contact with Kynes the ecologist (see CHARACTERS) who has the bulbs necessary to begin cultivation on Dune. Once this is done you can begin altering troop occupation at sietches to ecology, altering their color to green.

WINDTRAPS

To begin ecology you must first create a windtrap. Since water is very scarce on Dune it must be collected from every possible source. Windtraps grab the moisture from the air and store it in reservoirs in the sietchs. By changing troops to ecology you can get them to begin assembling windtraps at sietchs which do not possess one, thus extending their ability to cultivate. To check whether there is water or a windtrap at a sietch, simply click the left mouse button on the sletch to bring up a breakdown on the information.

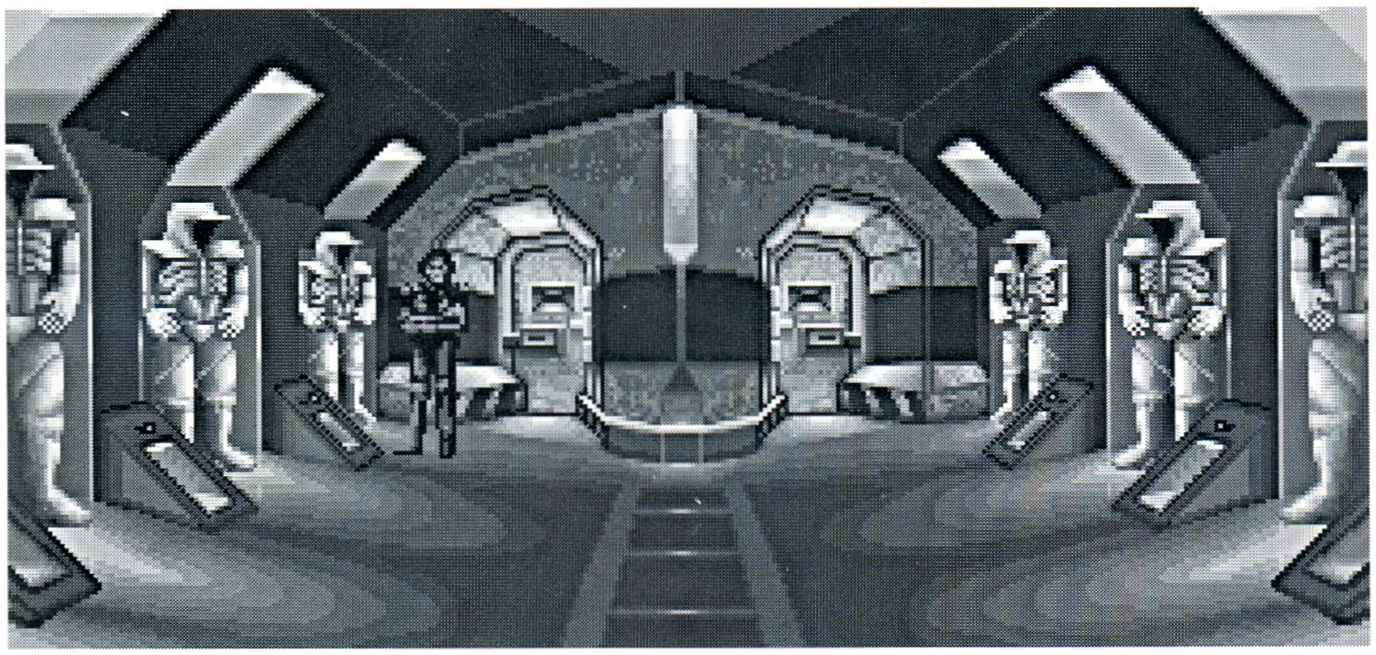
CULTIVATION

You cannot plant vegetation until you have a bulb in your inventory. Send troops to Kynes to obtain one or send a troop in search of equipment in the hopes that they find one. Once they return with a bulb they will automatically begin cultivating the land.

- ***Keep an eye on troops throughout the game. If a man stops work his motivation is low or, in ecology, he has run out of equipment i.e., bulbs. Dispatch him to find one.***

GAME END

The game ends when Paul and the Fremen control the Harkonnen Palace after taking all the fortresses on Dune.



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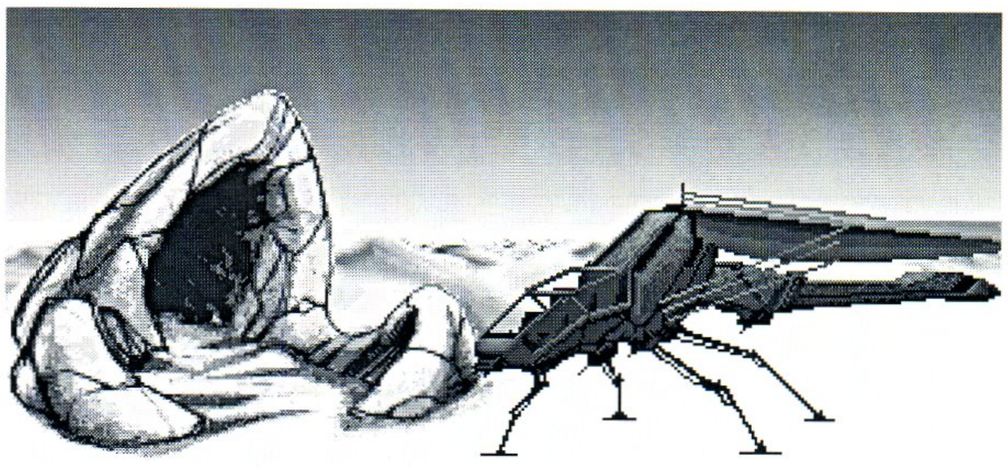

Developed by

CRYO

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